

Bladesinger Invented by Magecraft

The grace of the elves flows through every aspect of their culture, from the way they make art to the way they make war. Bladesingers move gracefully through battle, seeming to dance around their opponents while humming an eerie wordless ballad accompanied by the whistle of their blades.

Multiclassed fighter/wizards can become Bladesingers most easily, though any elf who can wield a martial weapon and cast arcane spells can become a Bladesinger.

Bladesingers command great respect in most elf communities and NPC Bladesingers usually serve as itinerant guardians and champions of the elf community at large. A Bladesinger is easily identifiable not only by his weapon of choice and catlike grace, but also by the distinctive tattoo of his weapon guild. Each guild has a separate and unique tattoo depicting its style of weapon through an animal representation. Long swords are often represented by great cats such as lions or panthers, a whip would be shown as a striking snake, and so forth.

Requirements

To qualify to become a Bladesinger, a character must fulfill all the following criteria.

Race: Elf

Base Attack Bonus: +4

Skills: Concentration 4+ ranks, Perform 3+ ranks (Dance, Sing, + any 1 other), Tumble 3+ ranks

Feats: Combat Casting, Expertise, Single Weapon Fighting*, Weapon Focus[#]

Special: Ability to cast 1st level arcane spells,

* *This feat is detailed at the end of this document.*

[#] *All one-handed simple and martial melee weapons are appropriate for the bladesong, including the whip and bastard sword (if it can be used one-handed). However, a Bladesinger normally focuses on a sword of some type.*

GAME RULE INFORMATION

Bladesingers have the following game statistics.

Hit Die: d8

Skill Progression: 4 + Intelligence modifier per level

Class Skills

The bladesinger's Class Skills (and the Key Ability for each skill) are Balance (Dex), Concentration (Con), Craft (Wis), Diplomacy (Wis), Discern Motive (Wis), Jump (Str), Knowledge- Arcane (Int), Listen (Int), Perform (Cha), Spellcraft (Int), Spot (Wis), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Table 1: The Bladesinger

Level	Base Attack	Fort Save	Ref Save	Will Save	Song Bonus	Special	Spells
1 st	+1	+0	+2	+2	+1	Bladesong, Spell Fluidity	--
2 nd	+2	+0	+3	+3	+2	Uncanny Dodge (Never Flat-footed), Bonus Feat	+1 Caster Level
3 rd	+3	+1	+3	+3	+2	Spellsong	--
4 th	+4	+1	+4	+4	+3	Uncanny Dodge (Cannot be flanked), Bonus Feat	+1 Caster Level
5 th	+5	+1	+4	+4	+3	Song of Fury	--
6 th	+6	+2	+5	+5	+4	Bonus Feat	+1 Caster Level
7 th	+7	+2	+5	+5	+4	Song of Celerity	--
8 th	+8	+2	+6	+6	+5	Bonus Feat	+1 Caster Level
9 th	+9	+3	+6	+6	+5	Song of Destruction	--
10 th	+10	+3	+7	+7	+6	Song of Many Wounds, Bonus Feat	+1 Caster Level

Class Features

All of the following are class features of the bladesinger prestige class. Note: Song abilities are not

Weapon and Armor Proficiency: The bladesinger gains proficiency in the use of no weapons (see below) and with light armor.

The bladesinger devotes himself to the study of a single weapon, to the exclusion of all other weapons. This weapon must be one in which he has the Weapon Focus feat for (as per the Requirements, above). If he uses any other type of weapon, even if he has proficiency from one of his classes, he cannot use any of his song abilities and gains a –1 penalty to attack.

If the bladesinger wears medium or heavy armor, or uses a shield, he loses all benefits of the bladesinger class except for the base attack bonus, saves, and use of bonus feats.

Bladesong: While fighting with his chosen weapon in one hand and nothing in the other, a bladesinger may utilize ONE of the following forms. Switching between forms is a free action that can be performed once per turn. The benefits (and penalties) last until the character's next turn.

Standard Form: Those who practice the Bladesong appear as if they are dancing when they fight. Their movements seem misleadingly slow and elegant, deflecting opponent's blades while lazily drifting back to score hits themselves. While using this form, the character receives both a competence bonus to attack and a dodge bonus to Armor Class equal to the Song Bonus listed on Table 1 below (Equal to ½ of the bladesinger level +1, rounded down).

Offensive Form: The Bladesong shows its practitioners that the sting of many small wounds can bring down the largest foe. By concentrating on the speed of the Song, as a full attack action, the character may make an additional attack at his highest base attack bonus. When employing this form however, all of the character's attacks do not receive any positive Strength modifier. This ability cannot be combined with any other ability or feat that allows extra attacks per round or increases the damage per attack.

Defensive Form: Practitioners of the Bladesong learn that building false perceptions help keep an opponent off guard and less effective in combat. His movements become deceptive, masking actual body positions with grand flowing gestures. When a character is employing this technique, he may sacrifice an attack to gain a dodge bonus to his AC equal to one-half (rounded down with a minimum of 1) of the sacrificed attack's bonus plus the Song Bonus listed on Table 1 below (Equal to ½ of the bladesinger level +1, rounded down). If the character is capable of multiple attacks, he may sacrifice more than one in this manner or use them normally.

Example: Vanor, a 3rd level bladesinger with +7/+2 to hit and a 15 AC, comes across an Ogre while scouting ahead of the group. Realizing that the Ogre is more than he can handle alone, Vanor falls into his defensive form, hoping to last long enough for his companions to catch up. Giving up his first attack of +7, Vanor gains a +6 dodge bonus (+4 from the attack and +2 from Song Bonus) to his Armor Class making it a 21 and he may still make his one attack at +2.

Spell Fluidity: Bladesingers have been taught to grasp the flow of magic around them and turn it to their advantage. They can cast the somatic portions of their spells well enough that they may cast their spells one-handed without penalty. Furthermore, they ignore arcane spell failure while wearing light armor.

Uncanny Dodge: Starting at 2nd level, the bladesinger gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC (if any), regardless of being caught flat-footed or struck by an invisible attacker. (He still loses his Dexterity bonus if immobilized.)

At 4th level, the bladesinger can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to use a flank attack to sneak attack the bladesinger. The exception to this defense is that a rogue at least four levels higher than the bladesinger can flank him (and, thus, sneak attack him).

Spell song: When wielding his focus weapon in one hand and nothing in the other, the bladesinger can "take 10" when making a Concentration check to cast defensively.

Song of Fury: A bladesinger can cast a touch spell through his focus weapon. If a spell has a listed range of touch, he may cast the spell on his weapon. He may then attack with that weapon instead of making a melee touch attack to deliver the spell. If the weapon hits, it deals its normal damage and the spell's effect. If it misses, compare the attack result to the opponent's touch armor class. If it would hit that AC, it delivers the spell but does not deal weapon damage.

Song of Celerity: When wielding his focus weapon in one hand and nothing in the other, the bladesinger can choose to take the full attack option and cast a single one-action spell as a free action in addition to making his normal attacks each round.

Song of Destruction: The bladesinger becomes immune to the destructive nature of his own spells. He no longer takes damage from spells he has cast, whether he is caught in the area of effect or the spell is reflected back at him.

Song of Wounds: Once per day as a full attack action, the bladesinger can intensify the offensive form of the Bladesong. The Song of Wounds allows the character to make a single attack at his highest attack bonus against every enemy within a 5-foot radius. When employing this ability however, all of the character's attacks do not receive any positive Strength modifier. This supernatural ability cannot be combined with any other ability or feat that allows extra attacks per round or increases the damage per attack.

Bonus Feats: At 2nd level and every even level thereafter, a bladesinger gains a bonus feat. This bonus feat must be a metamagic feat or can be a feat found on the Fighter bonus feat list. Note: these feats are in addition to those granted every character by level regardless of class (see Table 3-2: Experience and Level-Dependent Benefits in the *Player's Handbook*).

Spells per Day: Every other level that the bladesinger gains, the character gains spells per day as though he increased his arcane spellcasting level by one. This increase only affects the spells known and spells per day, no other abilities are gained such as bonus feats.

Fallen Bladesingers

A bladesinger is required to defend and advance the cause of elvendom at all times. They are required to lend aid to any elf in need. Unless the elf is proven to be an enemy of the elven way of life, the bladesinger must sacrifice life and limb to save the elf's life. The bladesinger is free to determine whether there is, in fact, an elf in danger. However, should he fail to protect a legitimate charge, he will lose all special class abilities until he has atoned to the elven gods.

Bladesingers that turn away from the protection of elven life are branded as one of the Fallen. The tattoo of his guild is branded through with a black X. This identifies his status to all he meets. He may no longer gain any levels in the bladesinger class, but retains any abilities already gained. A Fallen bladesinger receives a -4 penalty to Charisma to any elf that he meets, and they generally react to him warily.

RECOMMENDED FEATS

(From the Net Book of Feats)

Single Weapon Fighting [General][Fighter]

You are adept at fighting with a one-handed weapon while your other hand remains free.

Prerequisites: Base attack bonus +1 or higher.

Benefit: When you are wielding a one-handed weapon and your other hand is free, you gain a +1 bonus to either your attack rolls or your Armor Class (dodge bonus). You may choose where to apply the bonus before your first action during a round. The bonus remains until you choose to change it during a later round.

Improved Single Weapon Fighting [General][Fighter]

You are especially adept at fighting with a one-handed weapon while your other hand remains free.

Prerequisites: Base attack bonus +4 or higher, Single Weapon Fighting.

Benefit: When you are wielding a one-handed weapon and your other hand is free, you gain a +1 bonus to both your attack rolls and your Armor Class (dodge bonus). This replaces (does not stack with) the bonus gained from the Single Weapon Fighting feat.

Two-Handed Weapon Fighting [General][Fighter]

You can better utilize the strength in both of your arms when wielding a weapon with two hands.

Prerequisites: Base attack bonus +1 or higher, Str 13+.

Benefit: You receive double your strength modifier as a damage bonus when you wield a melee weapon with two hands. This does not apply to a light or double weapon (unless you only attack with one end).

Normal: Characters receive one and one-half times their strength modifier as a damage bonus when using a weapon two-handed.

Created by Magecraft 10/25/02 Mage_craft@lycos.com